

FIG. 1

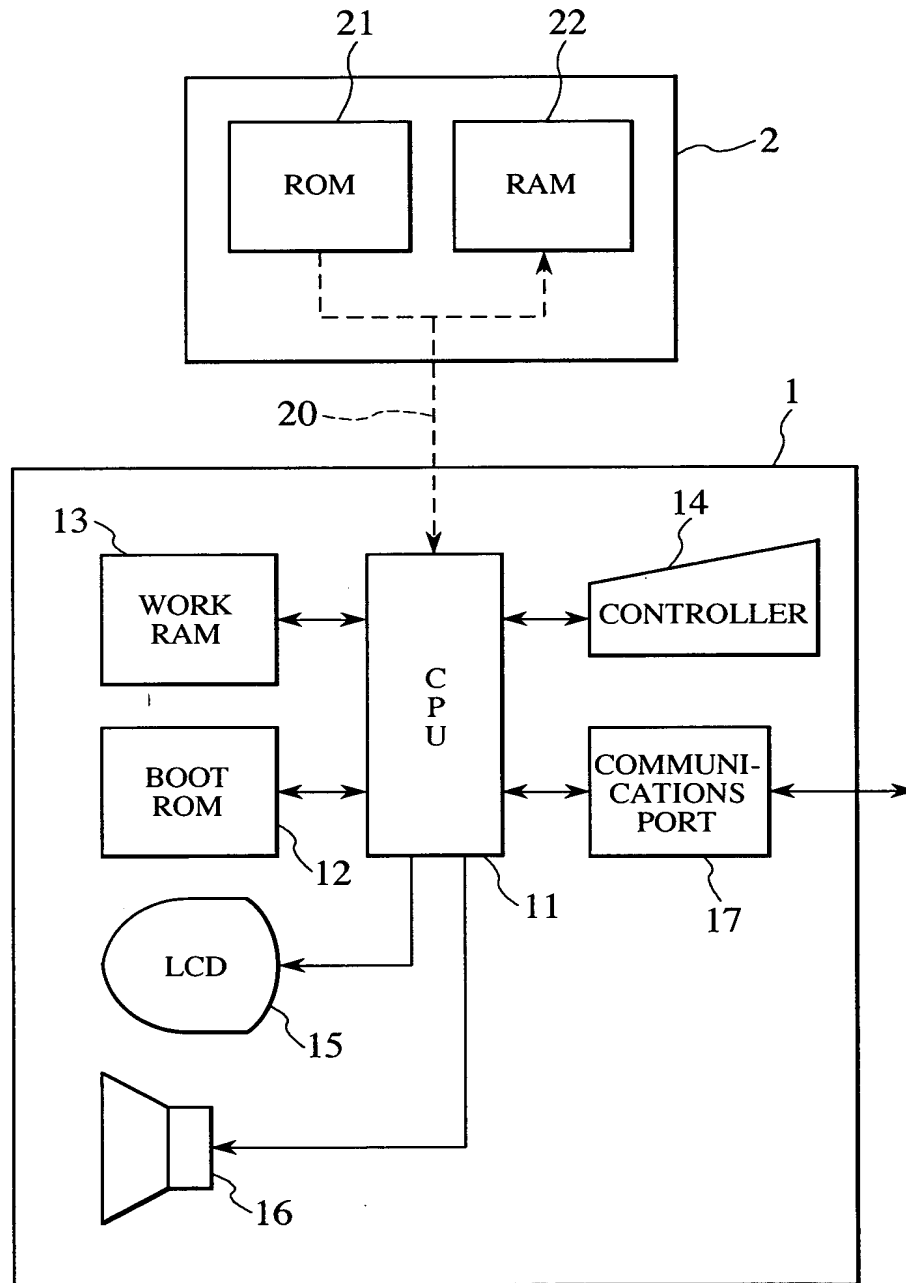


FIG. 2

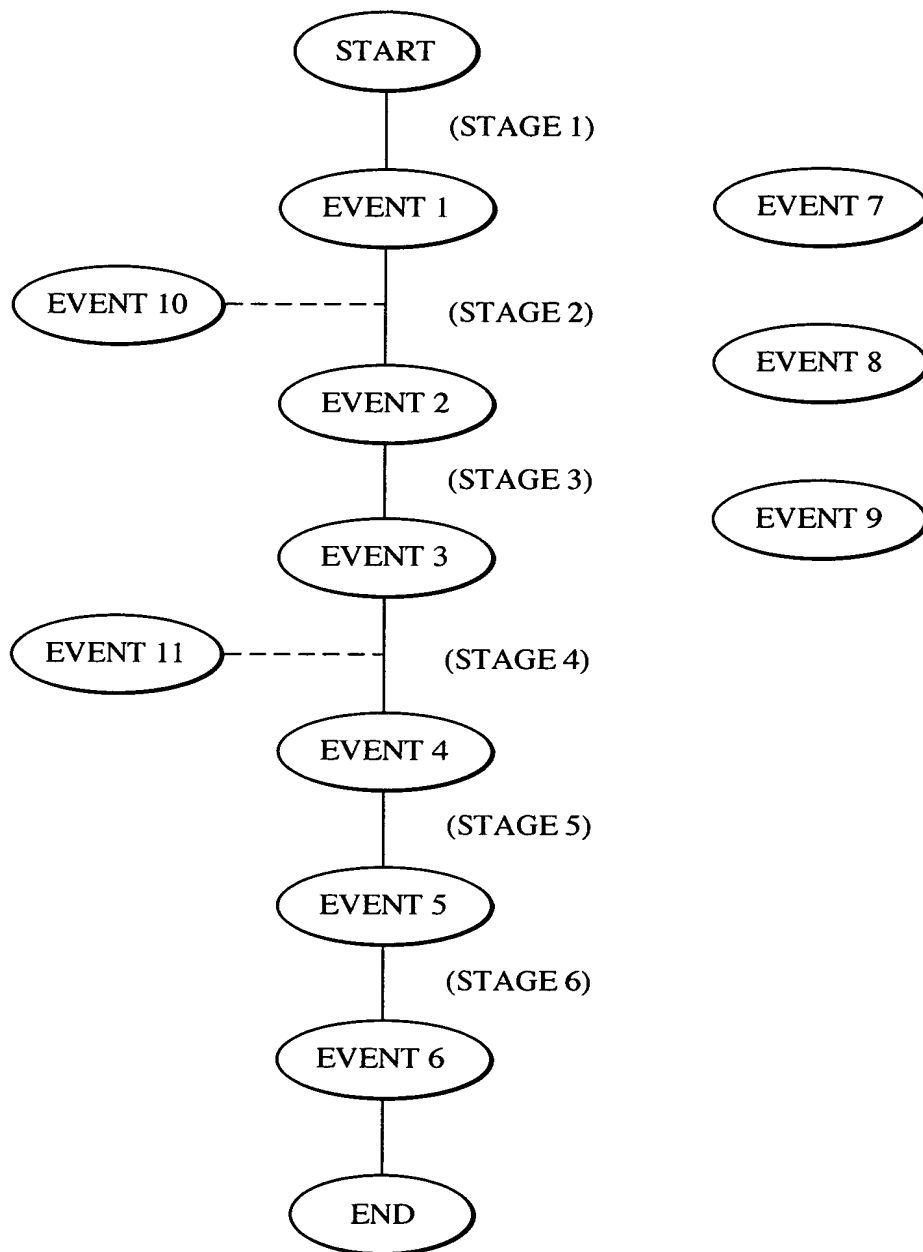


FIG. 3A

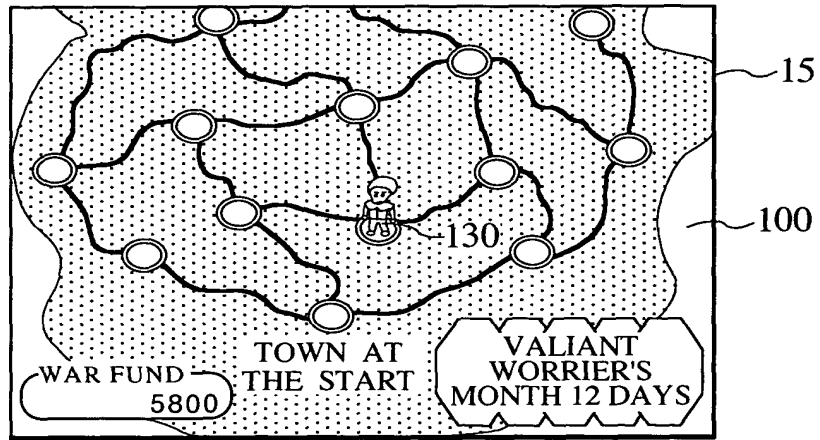


FIG. 3B

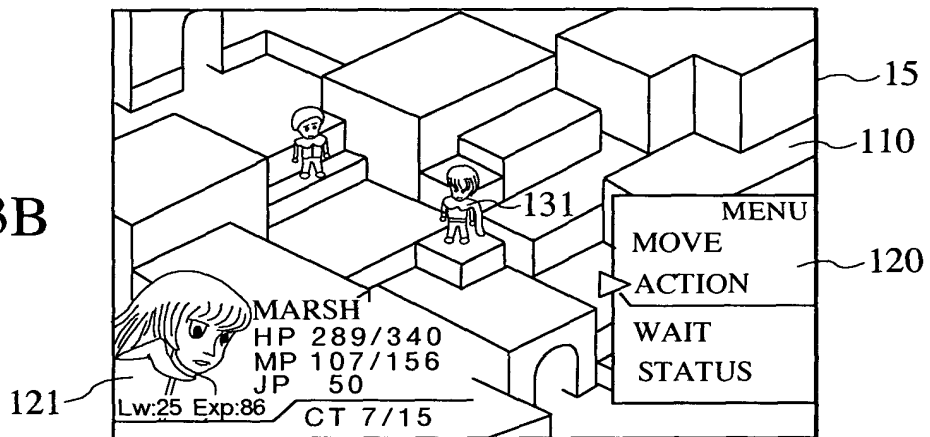


FIG. 3C

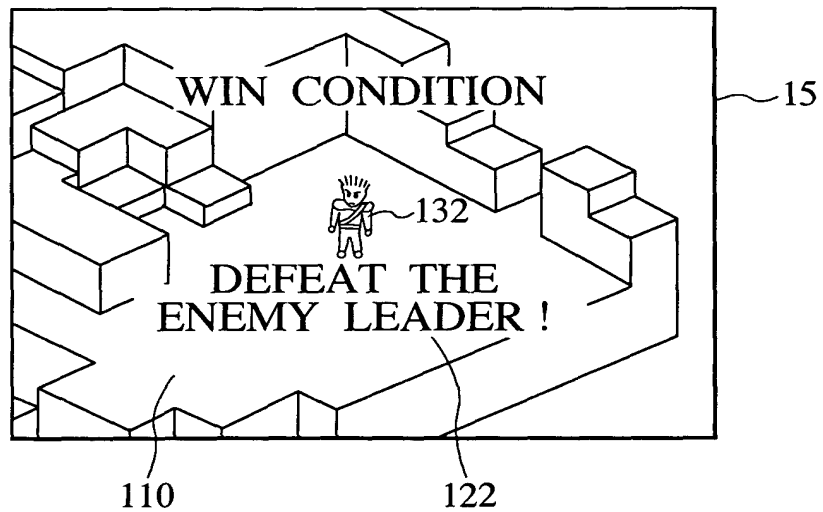


FIG. 4

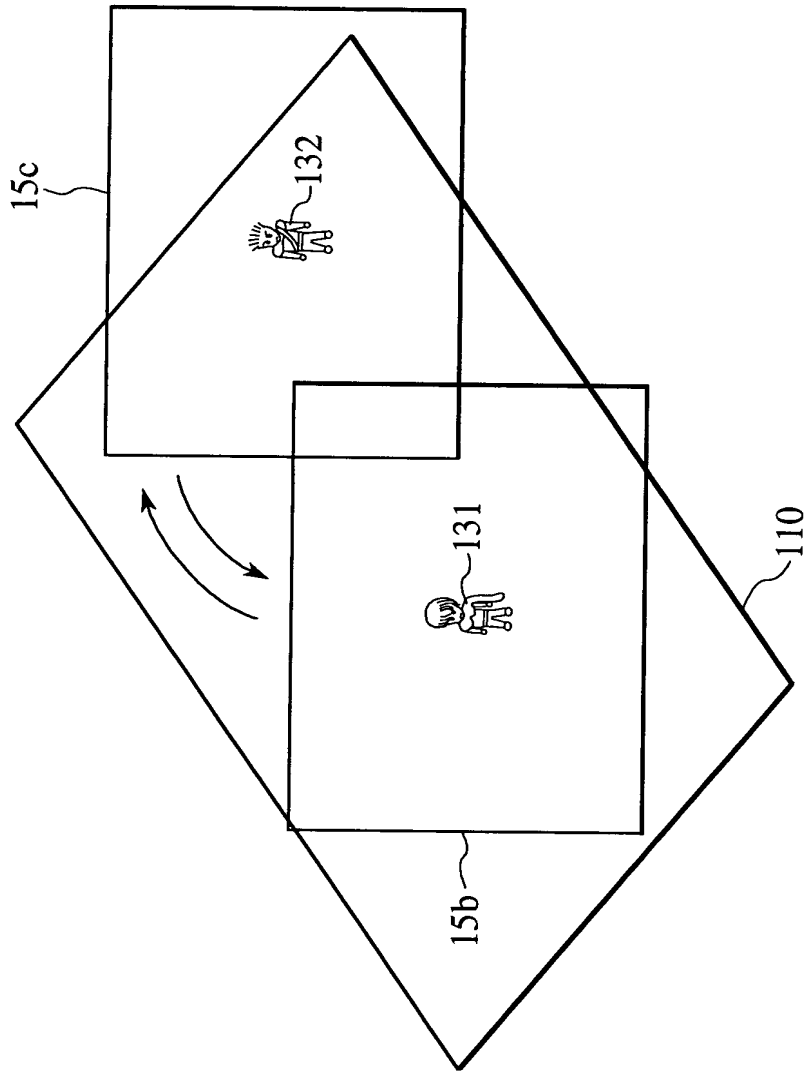


FIG. 5A

Gil	201
Item[1]	
Item_num[1]	
⋮	
⋮	202-1
Name	
Indiv	
Level	
Exp	
HP	
HPMAX	
MP	
MPMAX	
Status	
StrAttack	
StrDefense	
IntAttack	
IntDefense	
Speed	
Flag_Battle	
Flag_Prison	
StopBattle	202-2
Xpos	
Zpos	
Redcard	
Yellowcard	202-3
netID	
Name	
Indiv	
⋮	202-n
netID	
Name	
Indiv	
⋮	
netID	

FIG. 5B

MenuID	211
MenuID_OLD	
AbilityID	
AbilityID_OLD	
TermFlag	212-1
ItemFlag	
Status	
TargetNum	
Damage[1]	212-2
}	
Damage[k]	
Weapon[1]	
Weapon[2]	212-3
CardFlag[1]	
CardFlag[2]	
LawID[1]	
LawID[2]	212-n
TermFlag	
ItemFlag	
⋮	
LawID[2]	
TermFlag	
ItemFlag	
⋮	
LawID[2]	

FIG. 6A

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LAW UNIQUE ID	RULE NAME	DETERMINATION TYPE	offset	RED CARD CONDITION	PENALTY TYPE
001	ITEM PROHIBITION	Category	ITEM	STONE_TERM	LOST_TREASURE
002	FIRE PROHIBITION	Ability	FIRE	STONE_TERM	LOST_GIL
003	BLIZZARD PROHIBITION	Ability	ICE	STONE_TERM	LOST_GIL
004	THUNDER PROHIBITION	Ability	THUNDER	STONE_TERM	LOST_GIL
005	SWORD PROHIBITION	Arm	CATEG_SWORD	STONE_TERM	LOST_TREASURE
006	SPEAR PROHIBITION	Arm	CATEG_LANCE	STONE_TERM	LOST_TREASURE
007	BLADE PROHIBITION	Arm	CATEG-BLADE	STONE_TERM	LOST_TREASURE
008	DAMAGE 20 ↑	Damage	20	NONE	STAT_DOWN
009	DAMAGE 50 ↑	Damage	50	NONE	STAT_DOWN
010	DAMAGE 100 ↑	Damage	100	NONE	STAT_DOWN
.
.
.

FIG. 6B

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STAGED LAW ID	STAGE 1	STAGE 2	STAGE 3	.
001	008	009	010	.
002	001	003	004	.
003	002	001	007	.
004	005	006	001	.
.
.
.

FIG. 7

PENALTY TYPE	CONTENTS	APPLYING OBJECT	YELLOW CARD	RED CARD
FINE (LOST_GIL)	GIL IS CONFISCATED (WHEN IT IS NOT PAID, SEND TO PRISON OF THE SAME WEIGHT)	ENTIRETY	100	1000
STATUS DOWN(STAT_DOWN)	AT LEAST ONE OF MAXIMUM HP, MAXIMUM MP, PHYSICAL ATTACK, PHYSICAL DEFENSE, MAGIC ATTACK, MAGIC DEFENSE, AND SPEED IS REDUCED (AMOUNTS CORRESPONDING TO ONE LEVEL ARE UNIFORMLY DECIDED)	PLAYER CHARACTER	ONE TYPE	TWO TYPE
CONSUMPTION ITEM CONFISCATION (LOST_TREASURE)	CONSUMPTION ITEM IS CONFISCATED	ENTIRETY	ONE ITEM IS CONFISCATED FROM LIGHT ITEM GROUP AT RANDOM	ONE ITEM IS CONFISCATED FROM HEAVY ITEM GROUP AT RANDOM

FIG. 8

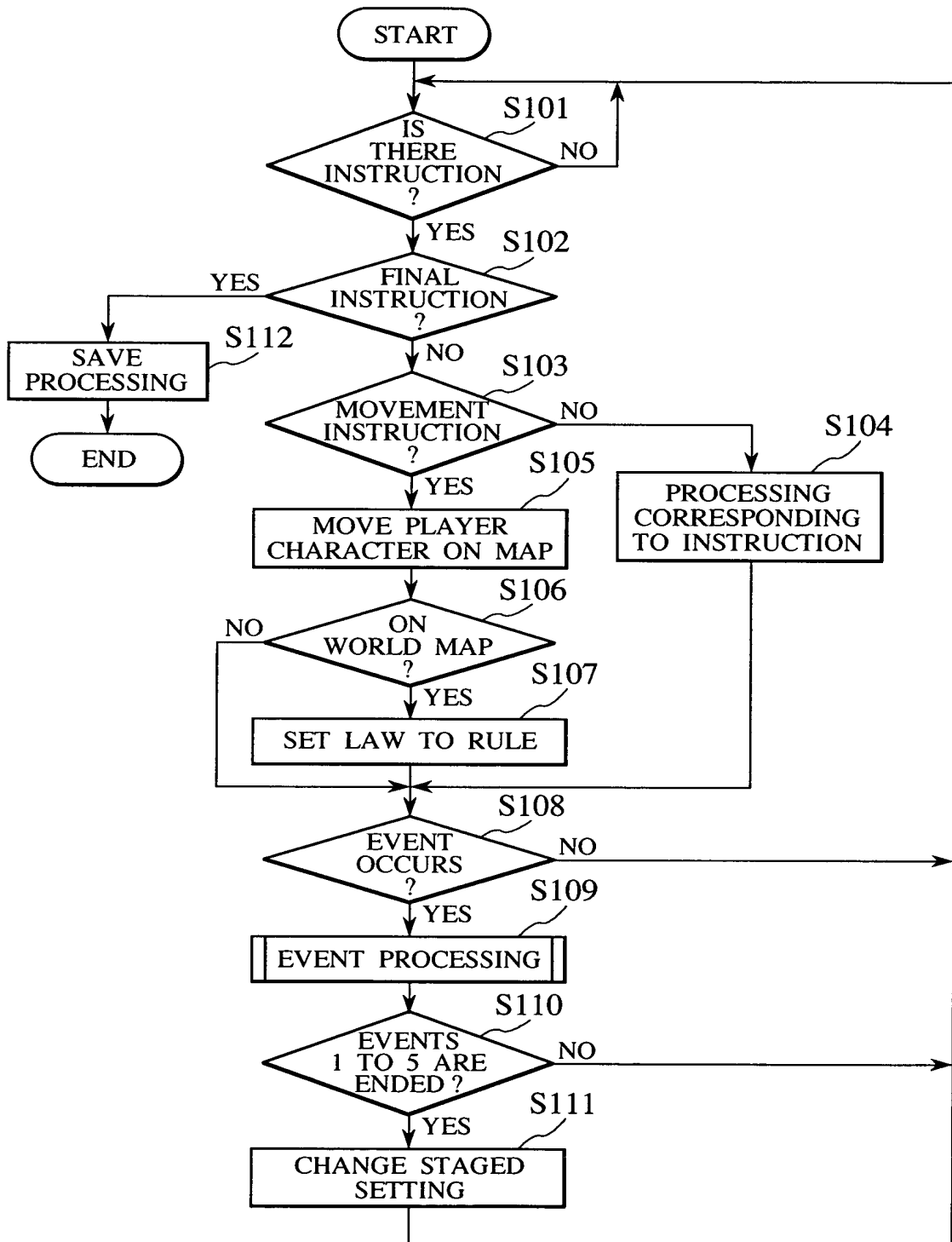


FIG. 9

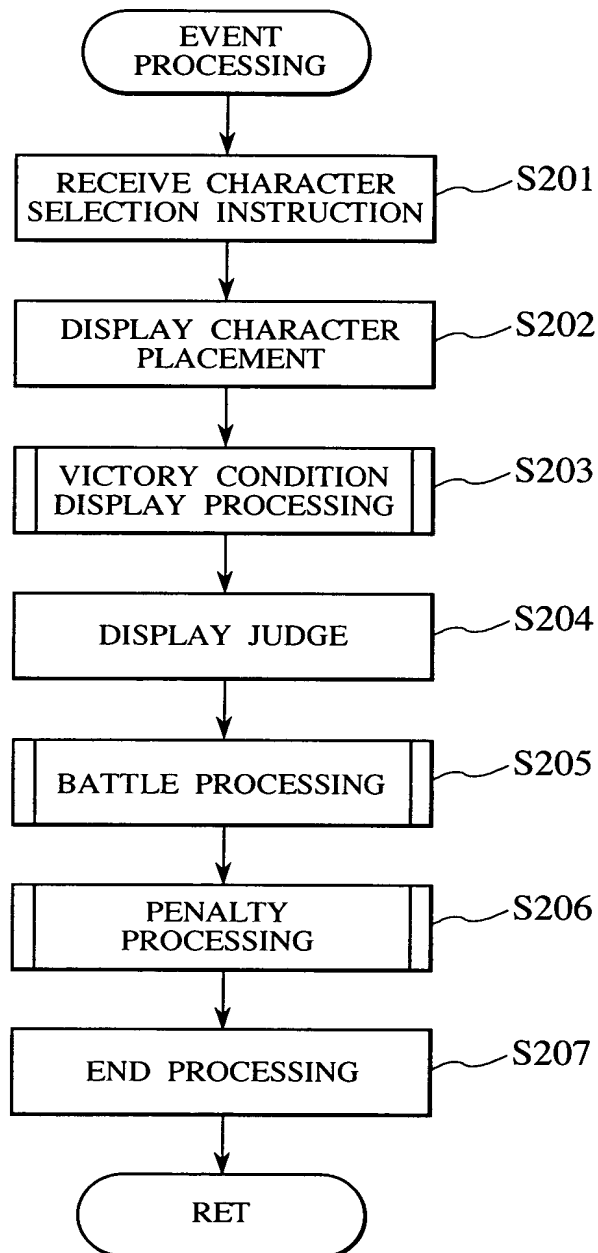


FIG. 10

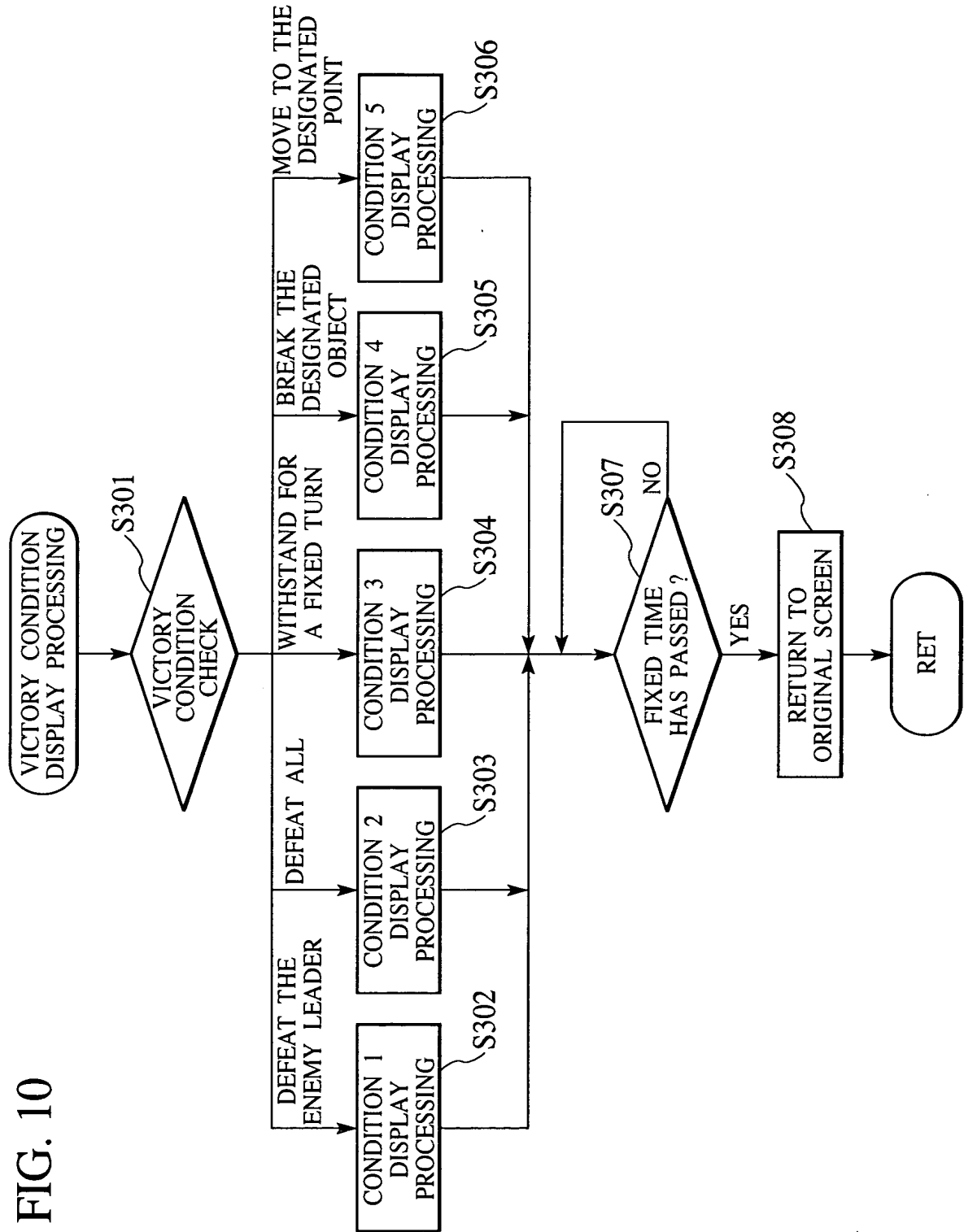


FIG. 11

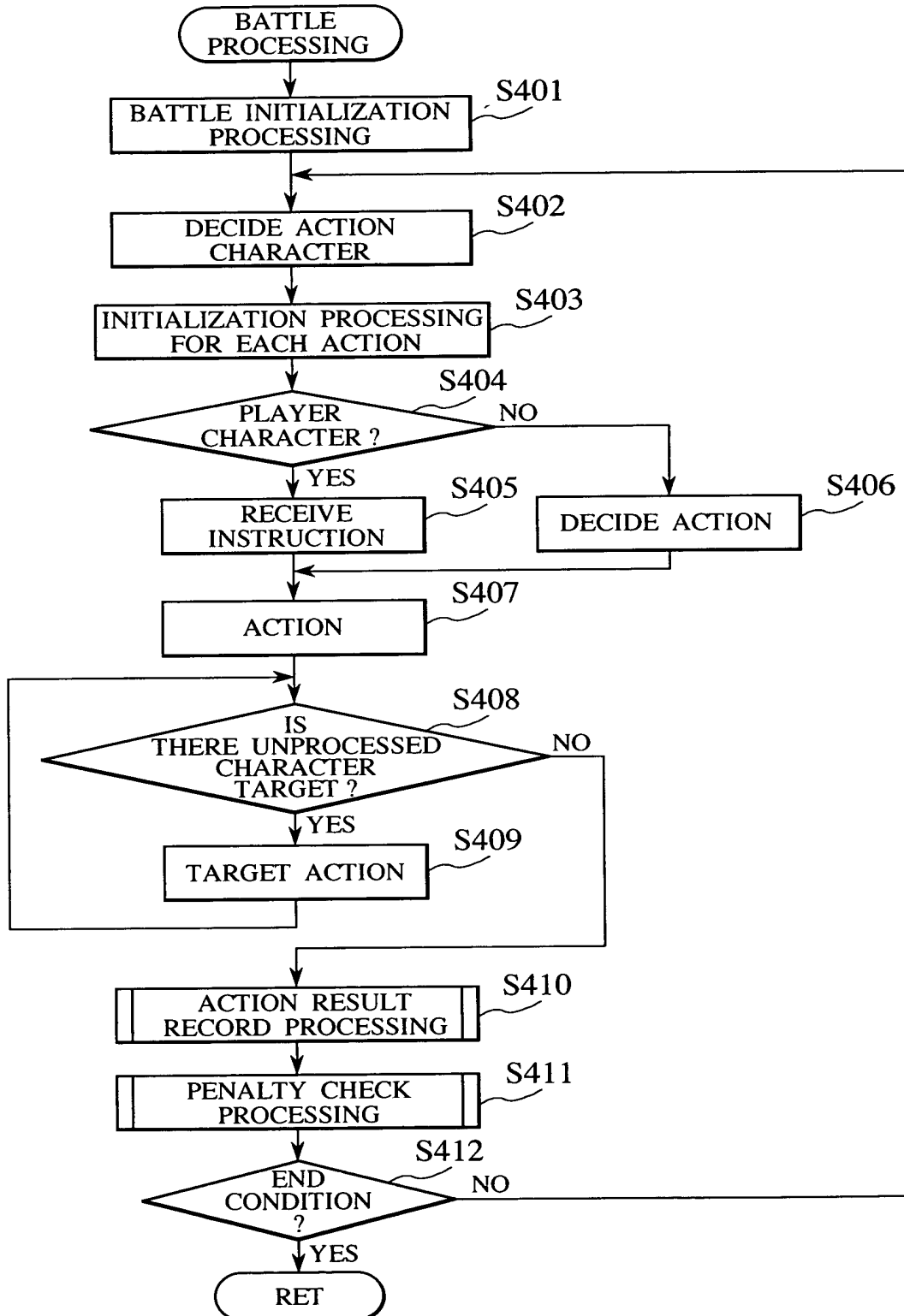


FIG. 12

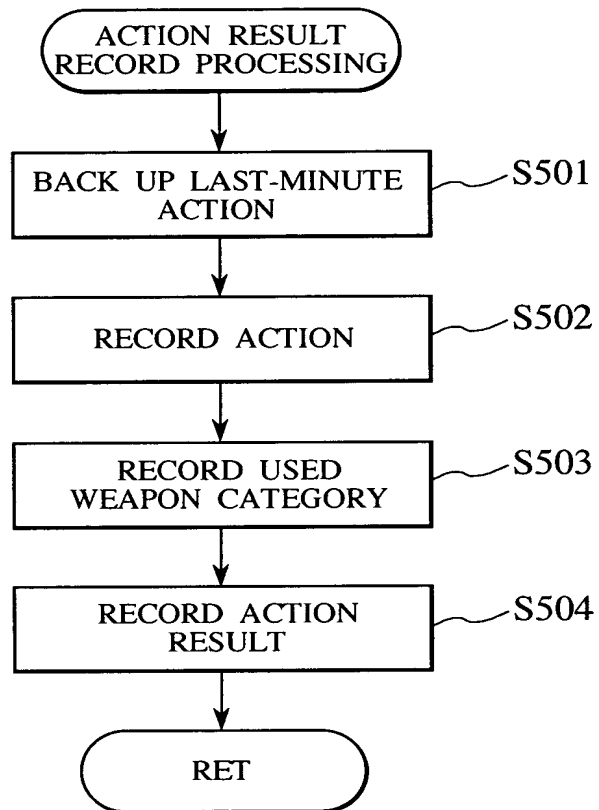


FIG. 13

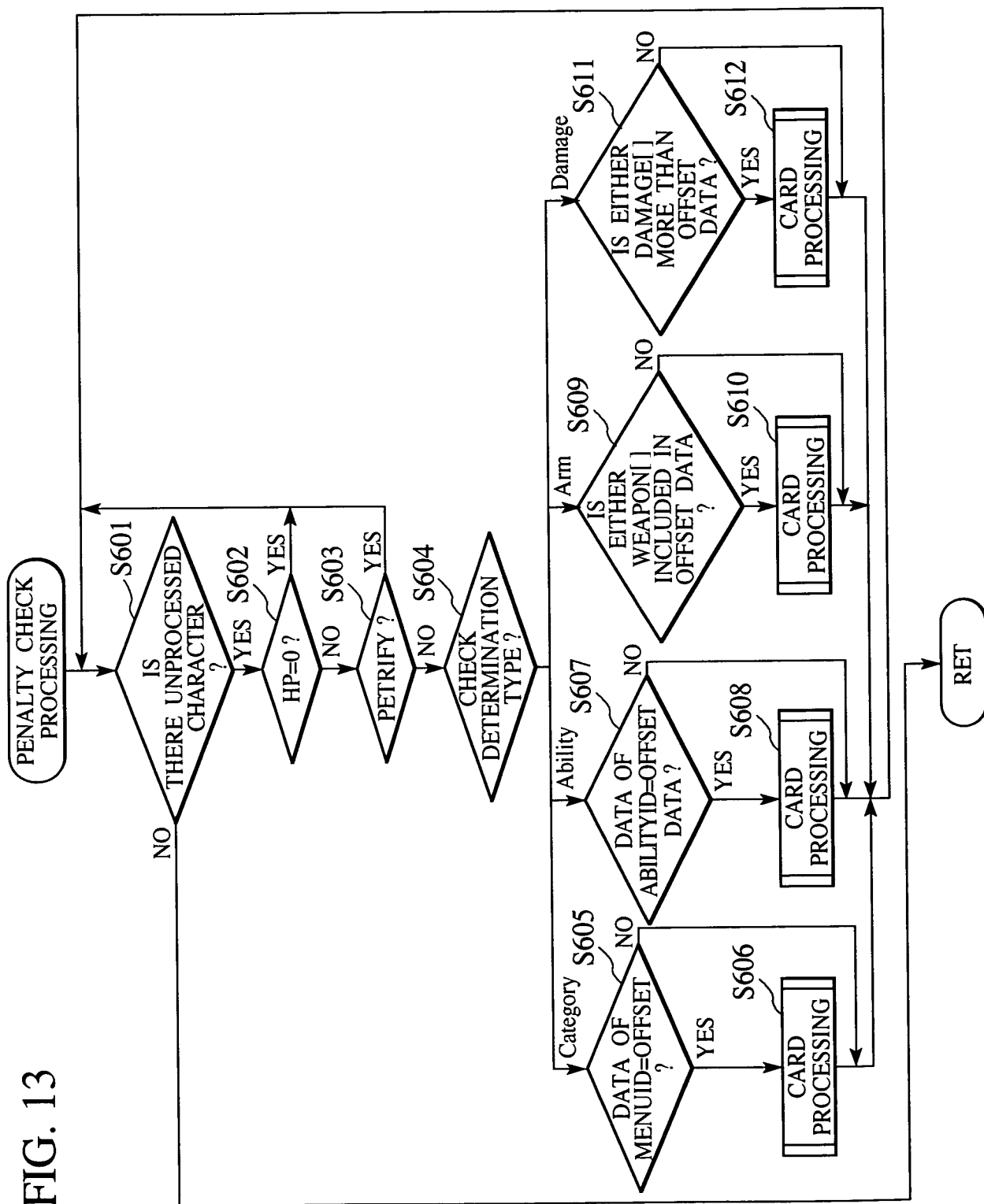


FIG. 14

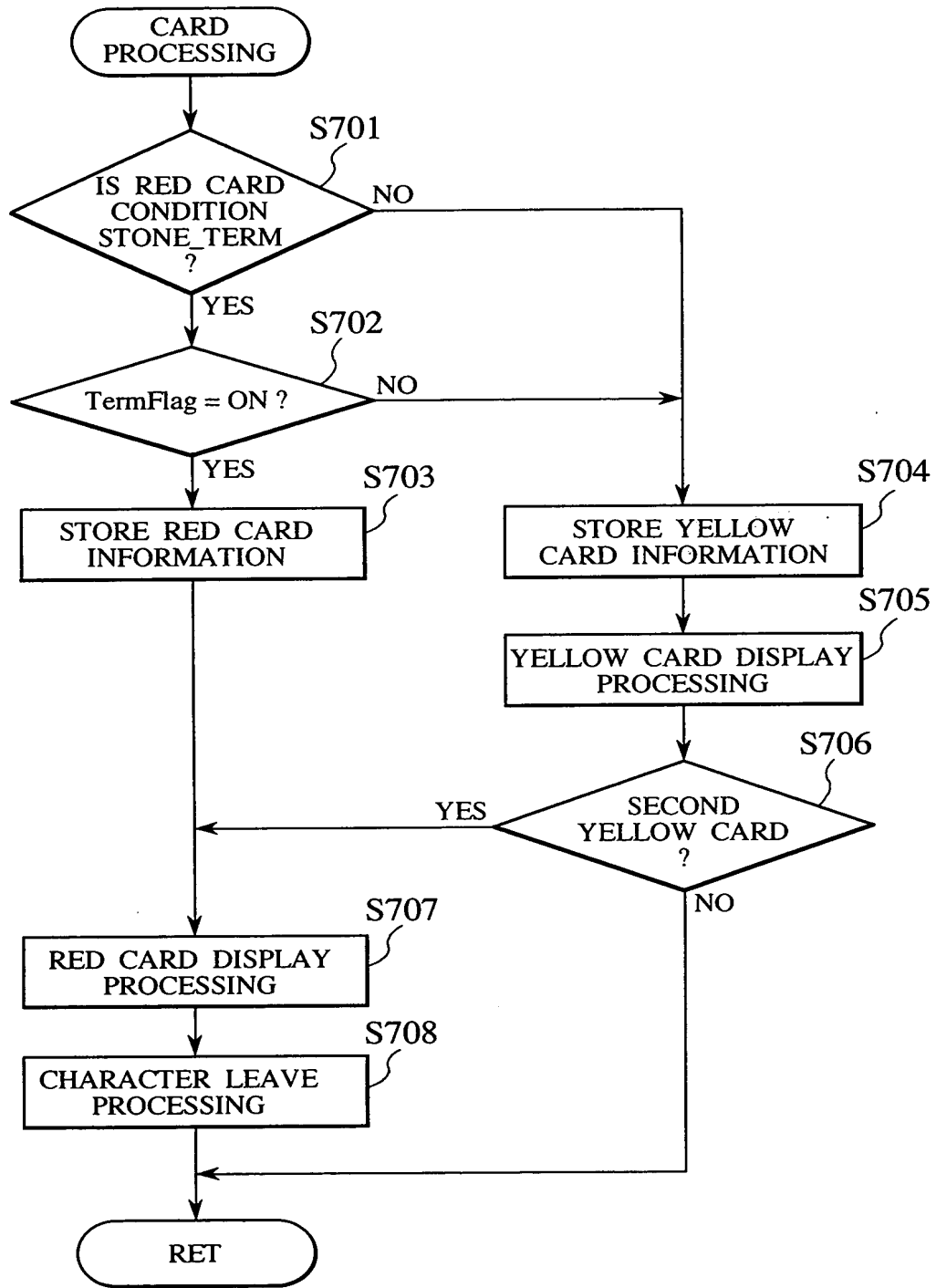


FIG. 15

